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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 2_COD_Question 5

Attempt : 1
Total Mark : 10
Marks Obtained : 10

Section 1 : Coding

1. Problem Statement

Ashwin is tasked with developing a simple application to manage a list of items in a shop inventory using a doubly linked list. Each item in the inventory has a unique identification number. The application should allow users to perform the following operations:

Create a List of Items: Initialize the inventory with a given number of items. Each item will be assigned a unique number provided by the user and insert the elements at end of the list.

Delete an Item: Remove an item from the inventory at a specific position.

Display the Inventory: Show the list of items before and after deletion.

If the position provided for deletion is invalid (e.g., out of range), it should display an error message.

Input Format

The first line contains an integer n, representing the number of items to be initially entered into the inventory.

The second line contains n integers, each representing the unique identification number of an item separated by spaces.

The third line contains an integer p, representing the position of the item to be deleted from the inventory.

Output Format

The first line of output prints "Data entered in the list:" followed by the data values of each node in the doubly linked list before deletion.

If p is an invalid position, the output prints "Invalid position. Try again."

If p is a valid position, the output prints "After deletion the new list:" followed by the data values of each node in the doubly linked list after deletion.

Refer to the sample output for the formatting specifications.

Sample Test Case

```
Input: 4
1 2 3 4
5
Output: Data entered in the list:
 node 1 : 1
 node 2 : 2
 node 3 : 3
 node 4 : 4
Invalid position. Try again.
```

Answer

```
// You are using GCC
#include <stdio.h>
#include <stdlib.h>
```

```
// Node structure
struct Node {
    int data;
      struct Node* prev;
        struct Node* next;
};

struct Node* head = NULL;

// Create node at end
void insertAtEnd(int value) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
      newNode->data = value;
        newNode->next = NULL;
          newNode->prev = NULL;

            if (head == NULL) {
                  head = newNode;
            } else {
                  struct Node* temp = head;
                      while (temp->next != NULL) temp = temp->next;
                          temp->next = newNode;
                              newNode->prev = temp;
            }
}

// Display the list
void displayList() {
    struct Node* temp = head;
      int i = 1;
        while (temp != NULL) {
              printf(" node %d : %d\n", i++, temp->data);
                  temp = temp->next;
        }
}

// Delete node at a given position
void deleteAtPosition(int pos, int totalNodes) {
    if (pos < 1 || pos > totalNodes) {
          printf("Invalid position. Try again.\n");
              return;
    }

      struct Node* temp = head;

        // Deleting first node
          if (pos == 1) {
                head = head->next;
                    if (head != NULL)
                          head->prev = NULL;
                              free(temp);
                                  return;
          }

            // Traverse to the position
              for (int i = 1; i < pos; i++)
                  temp = temp->next;

                    // Update links and delete
                      if (temp->prev != NULL)
                          temp->prev->next = temp->next;
                            if (temp->next != NULL)
                                temp->next->prev = temp->prev;

                                  free(temp);
}

// Main function
int main() {
    int n, val, pos;

      scanf("%d", &n);
        for (int i = 1; i <= n; i++) {
              scanf("%d", &val);
                  insertAtEnd(val);
        }

          printf("Data entered in the list:\n");
            displayList();

              scanf("%d", &pos);

                if (pos >= 1 && pos <= n) {
```

```
            deleteAtPosition(pos, n);
                printf("\n After deletion the new list:\n");
                    displayList();
      } else {
            printf("Invalid position. Try again.\n");
      }

        return 0;

}
```

Status : Correct ***Marks : 10/10***